

WINDWALKER™

WINDWALKER™



By
Greg Malone

ORIGIN

IBM-PC/TANDY
& 100% COMPATIBLE
Windwalker
5 1/4"

IBM-PC/TANDY & 100% COMPATIBLE
5 1/4", 384K, CGA/EGA/VGA or MCGA
TANDY 16 Color, Hercules
Supports Microsoft Compatible Mouse

 **ORIGIN™**
ORIGIN

Step onto a winding path through the ancient Orient and learn the secrets of survival in an exotic land of mystery and magic. Recruited by the mystic Moebius, you will learn to master the martial arts and restore the serenity of years past. Follow your spiritual destiny and begin a fascinating journey into this intricate tapestry of beautifully illustrated people, places and events.

Thrilling Martial Arts Action

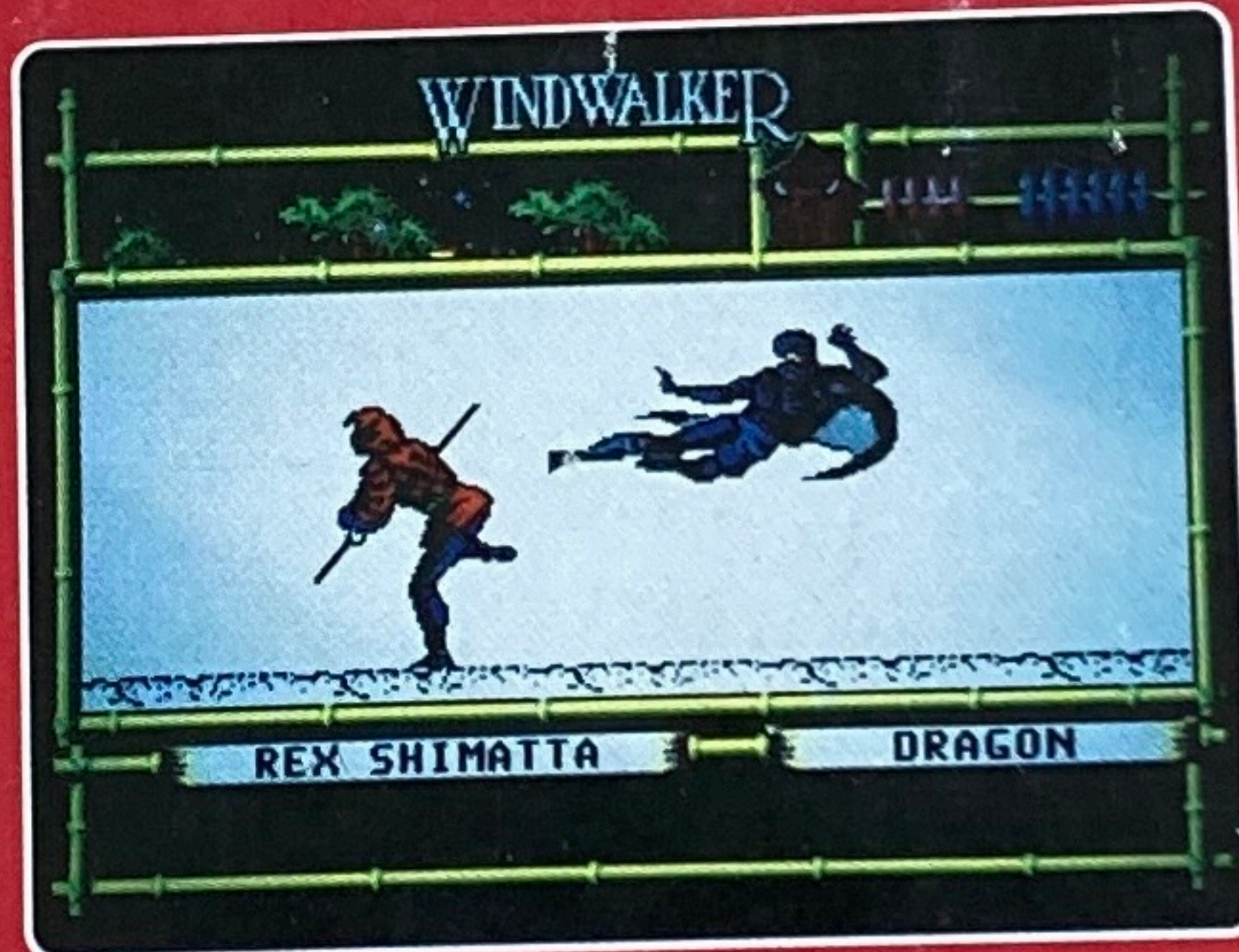
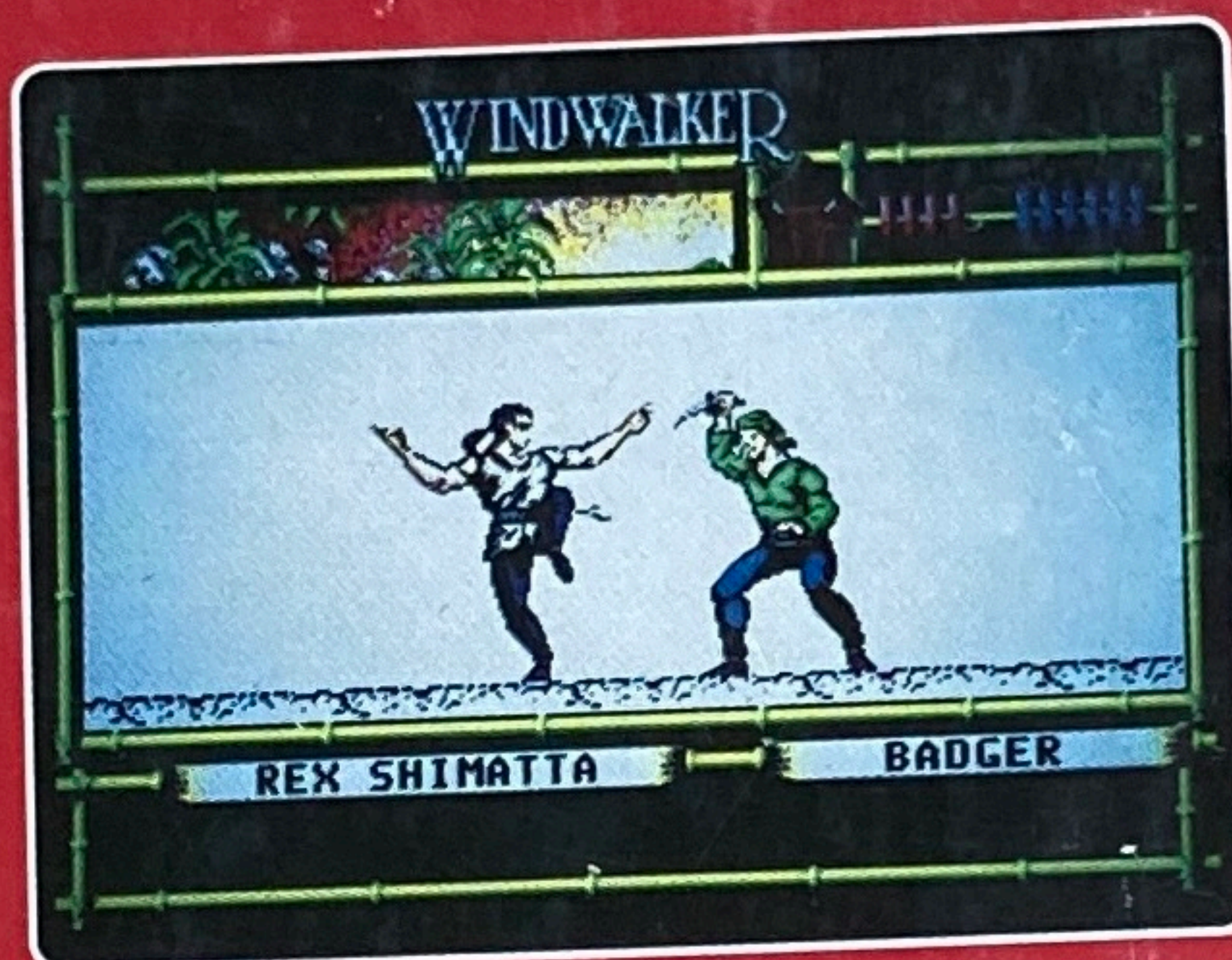
- Control full-figured characters in smooth, animated combat with digitized sound effects.
- Manipulate acrobatic movements with handsprings, cartwheels and other authentic offensive and defensive maneuvers.
- Select "concentration" mode with pauses after each sequence, "intuition" mode for non-stop, real-time action.
- Challenge ninja assassins, palace guards, thieves, warlords and more.

Comprehensive Role-Playing

- Enjoy stimulating 3D storybook graphics in an elegant and easy-to-use presentation.
- Journey across full-scrolling terrain with dynamic horizon effects.
- Experiment with a variety of magic forms — Shamanism, Idolatry, Alchemy and Deism.
- Travel by land, sea or magical transport to more than 100 different settings.
- Explore a culturally and historically accurate story with true depth and character development.

Dynamic Population and Ecosystem

- Interact with hundreds of characters and creatures including alchemists, merchants, monks, villagers, dragons, giant water beetles, elementals and evil spirits.
- Enter a world of varied weather conditions, moon phases and day/night cycles.
- Experience complete life simulation with game characters who have varied daily schedules and in-depth conversations.



IBM/Compatible and Apple II screens shown; actual screens may vary.

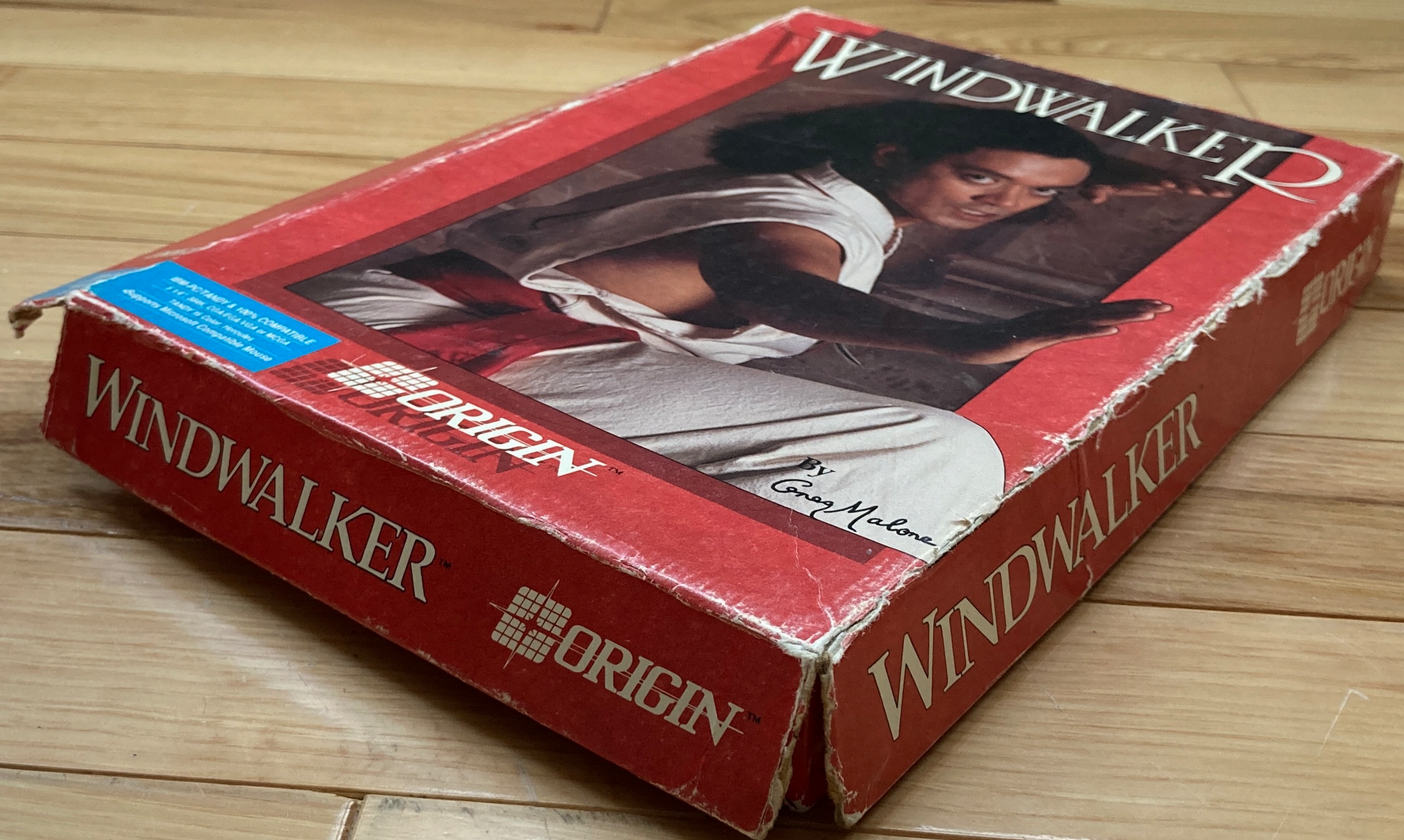
IBM, Tandy, C-64, Apple II, Apple IIGS and Macintosh, Amiga, Atari ST are registered trademarks of International Business Machines, Inc., Tandy Corp., Commodore Electronics, Ltd., Apple Computer, Inc., Commodore-Amiga, Inc., and Atari, Corp. respectively.

WINDWALKER is a trademark of Greg Malone.

ORIGIN™
We create worlds.™

P.O. Box 161750 • Austin, Texas 78716







Discover a hidden path through the ancient Orient and learn the secrets of the martial arts and magic. Recruited by the emperor, you will learn the martial arts and restore the harmony of your land. Follow your spiritual destiny and begin a journey of discovery and growth.

Thrilling Martial Arts Action

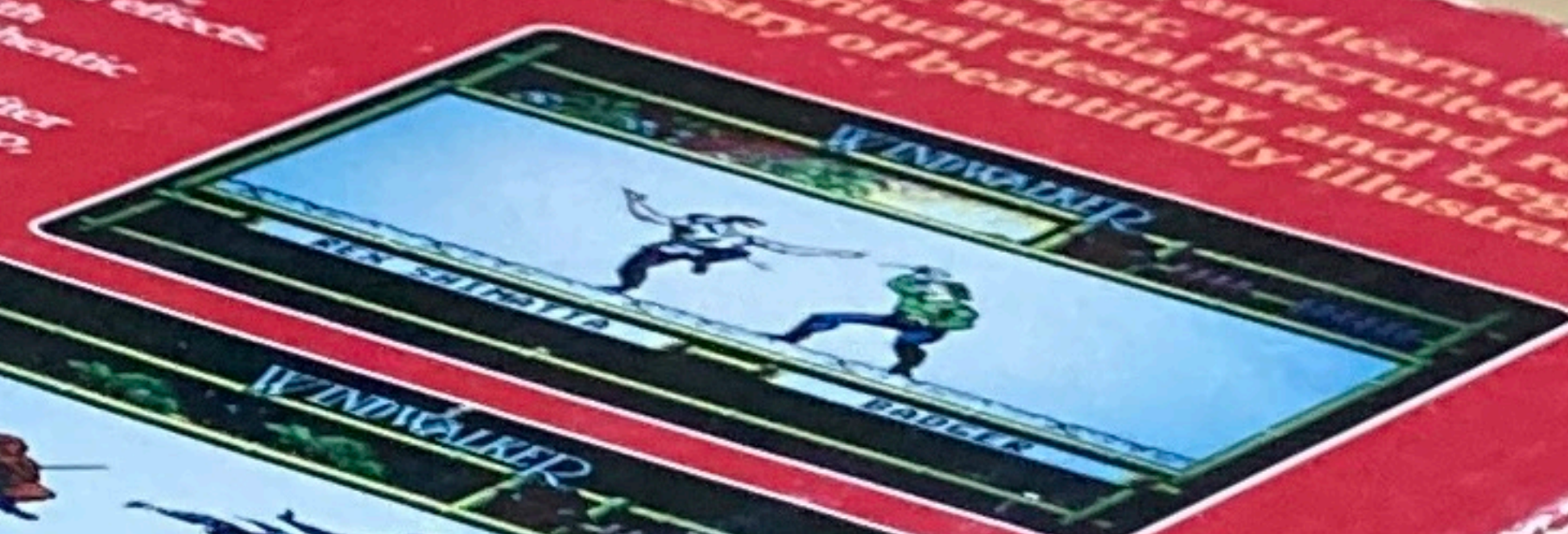
- Control your sword, dagger, and staff with precision.
- Master the art of the sword, dagger, and staff.
- Challenge your opponent with a variety of attacks.
- Defend yourself from a variety of attacks.
- Challenge your opponent with a variety of attacks.
- Defend yourself from a variety of attacks.

Comprehensive Role-Playing

- Enjoy stimulating 3D storybook graphics in an elegant and easy-to-use presentation.
- Journey across full-screening terrain with dynamic horizon effects.
- Experiment with a variety of magic forms — Sublimation, Alchemy, and Deism.
- Travel by land, sea or magical transport to more than 100 different settings.
- Explore a culturally and historically accurate story with true depth and character development.

Dynamic Population and Ecosystem

- Interact with hundreds of characters and creatures including alchemists, merchants, monks, villagers, dragons, giant water beetles, elementals and evil spirits.
- Enter a world of varied weather conditions, moon phases and day/night cycles.
- Experience complete life simulation with game characters who have varied daily schedules and in-depth conversations.



IBM Compatible and Apple II screens shown. Actual screens may vary.

IBM Tandy, Commodore, Apple II, Apple IIc and Macintosh, Amiga, Atari ST, are registered trademarks of International Business Machines Corp., Tandy Corp., Commodore Electronics Ltd., Apple Computer, Inc., Commodore-Amiga, Inc., and Atari Corp. respectively.

WINDWALKER is a trademark of Grey-Malkin.

ORIGIN™
We create worlds.™

P.O. Box 161750 • Austin, Texas 78716



ORIGIN

IBM-PC/TANDY
& 100 % COMPATIBLE

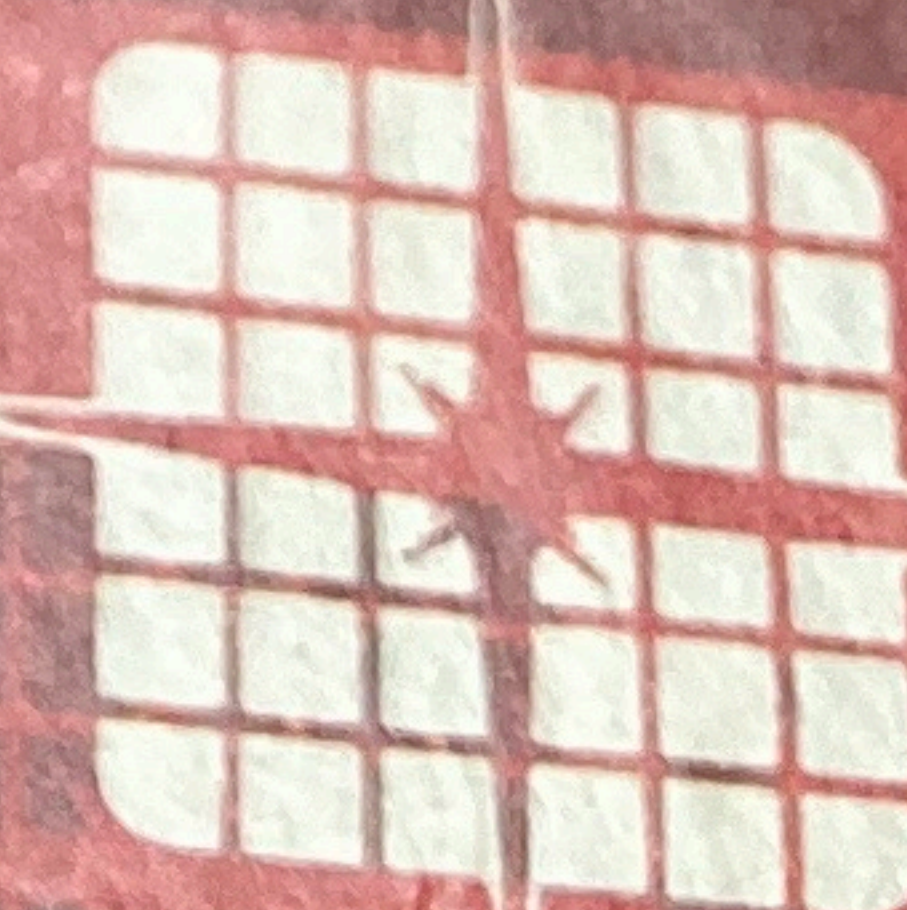
Windwalker™

5 1/4"

IBM-PC/TANDY & 100% COMPATIBLE
5 1/4", 384K, CGA/EGA/VGA or MCGA

TANDY 16 Color, Hercules

Supports Microsoft Compatible Mouse



OR

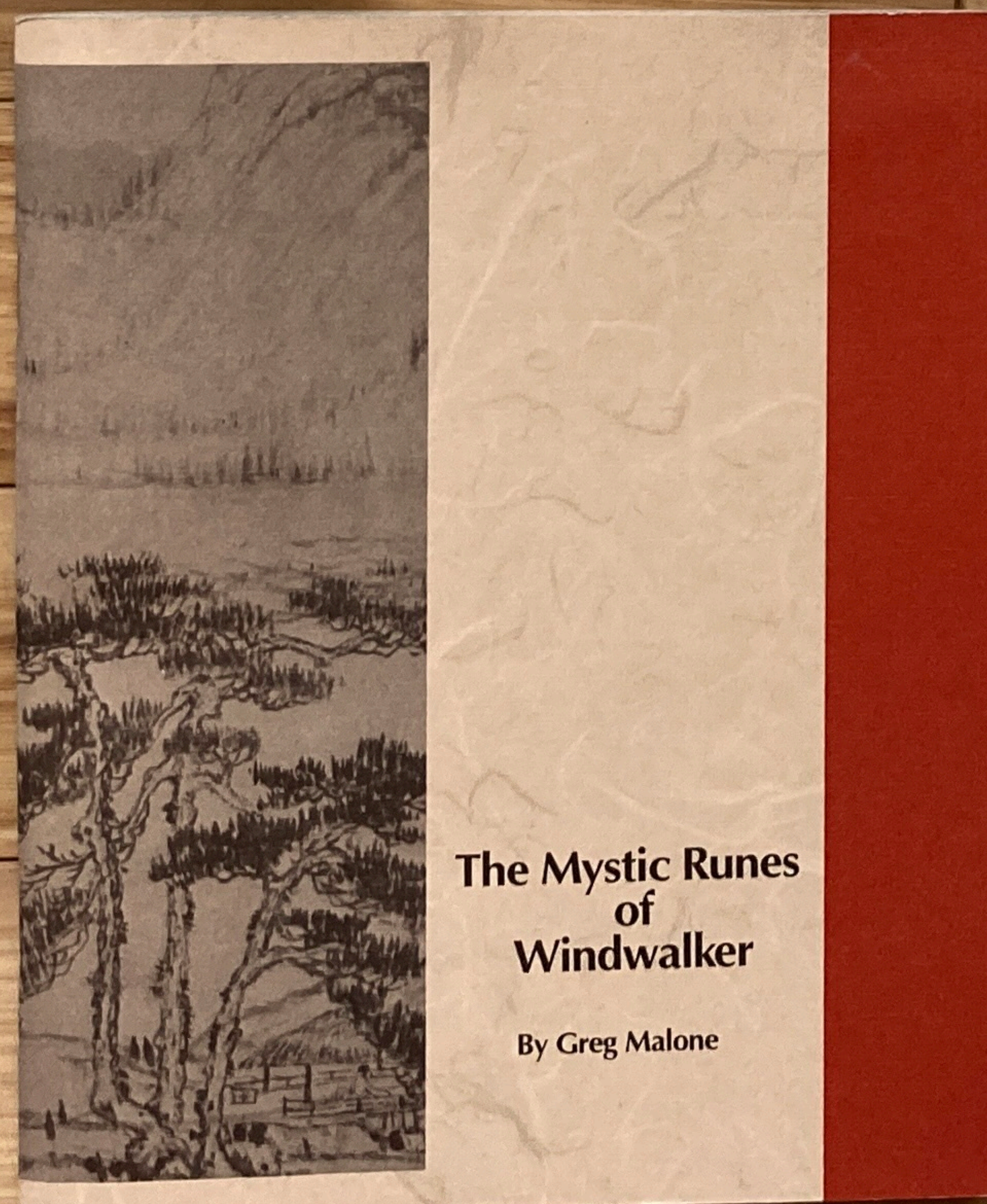
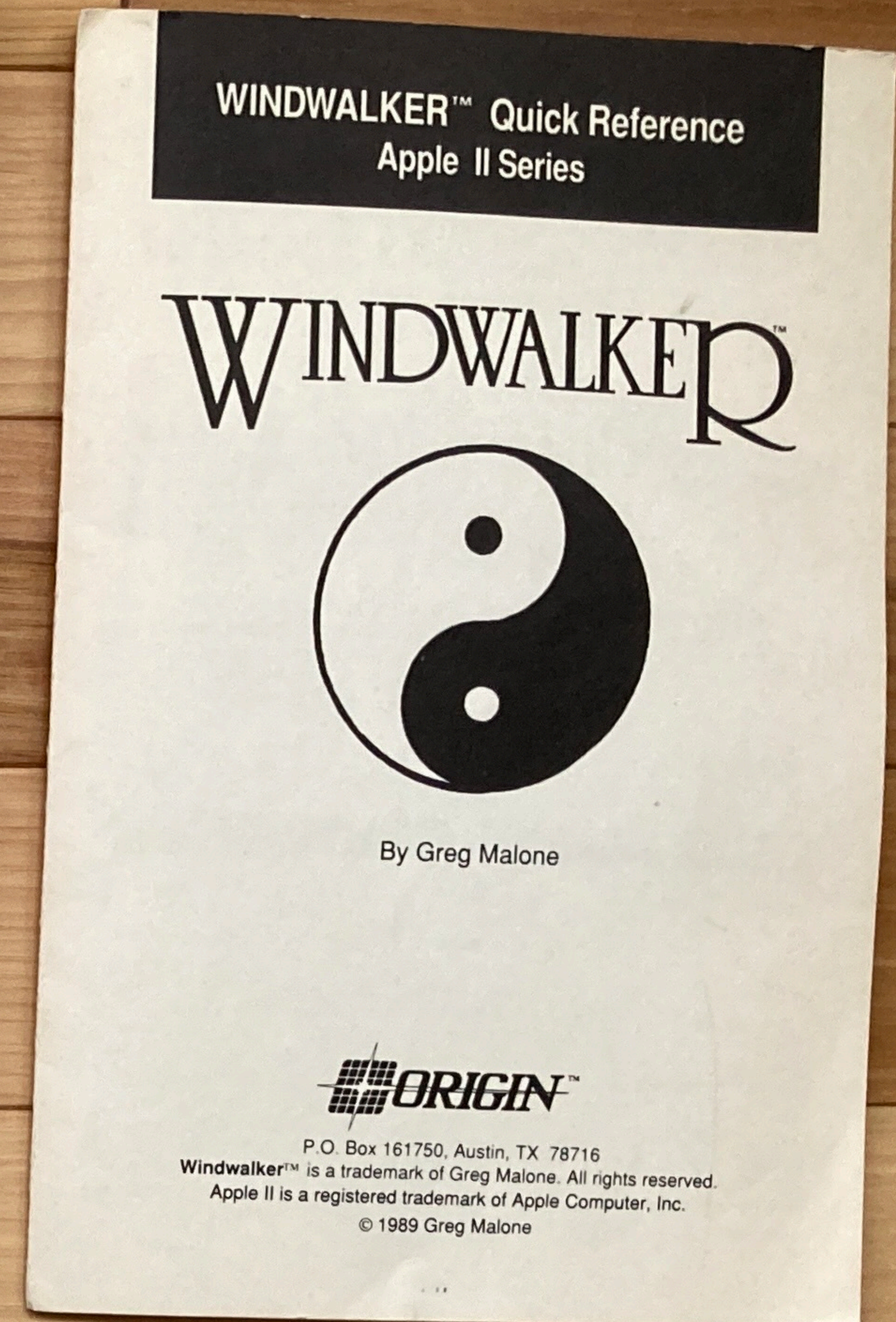
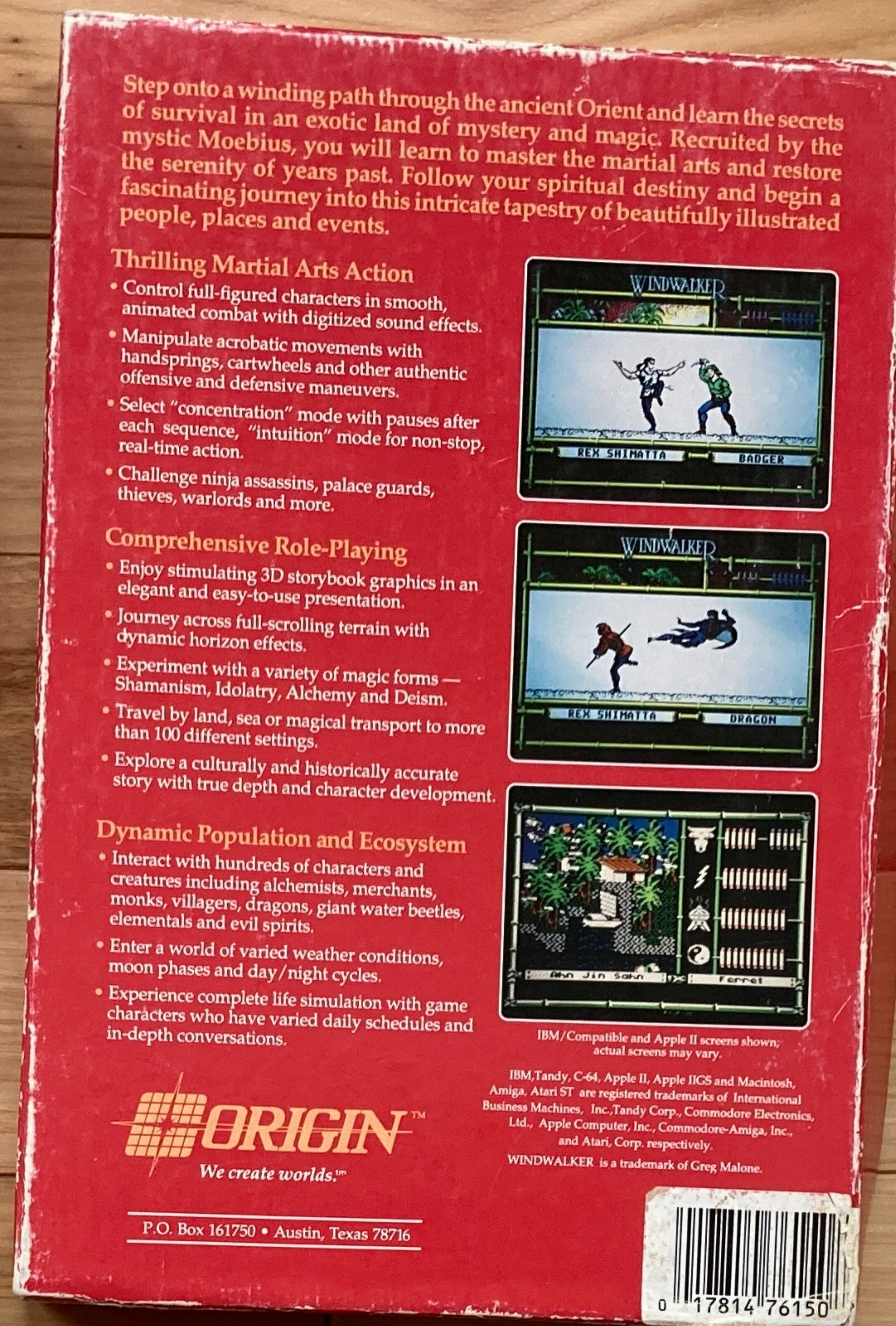
WINDWALKER

ORI-9106

JACK:
MAGNETIC
SCROLL
4

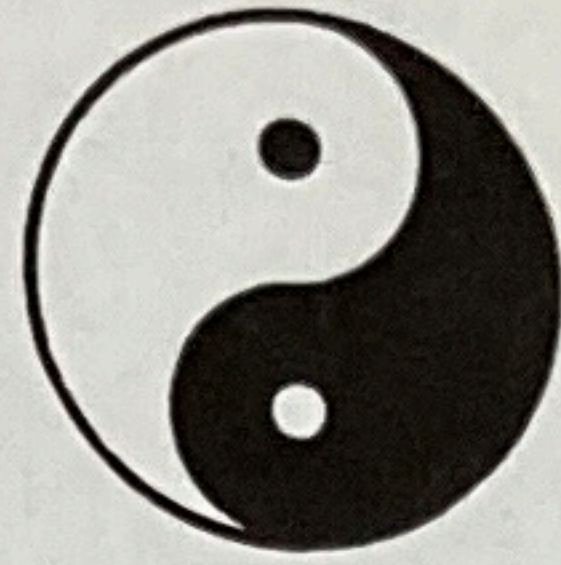






FRONT:
MAGNETIC
SCROLL
1

WINDWALKER™



By Greg Malone

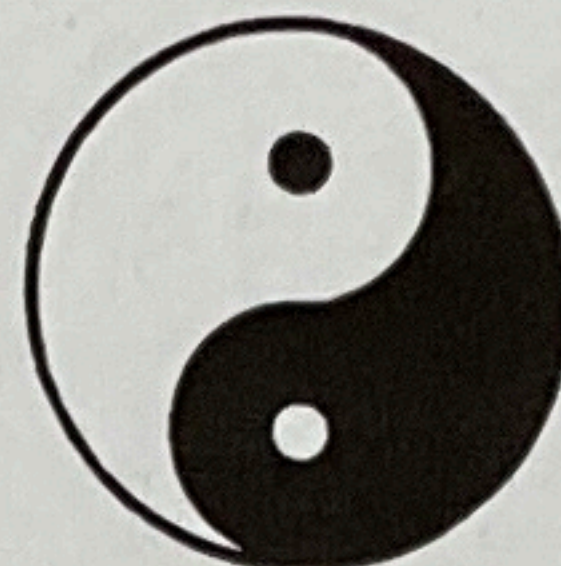


©1989 Greg Malone

BACK:
MAGNETIC
SCROLL
2

FRONT:
MAGNETIC
SCROLL
3

WINDWALKER™

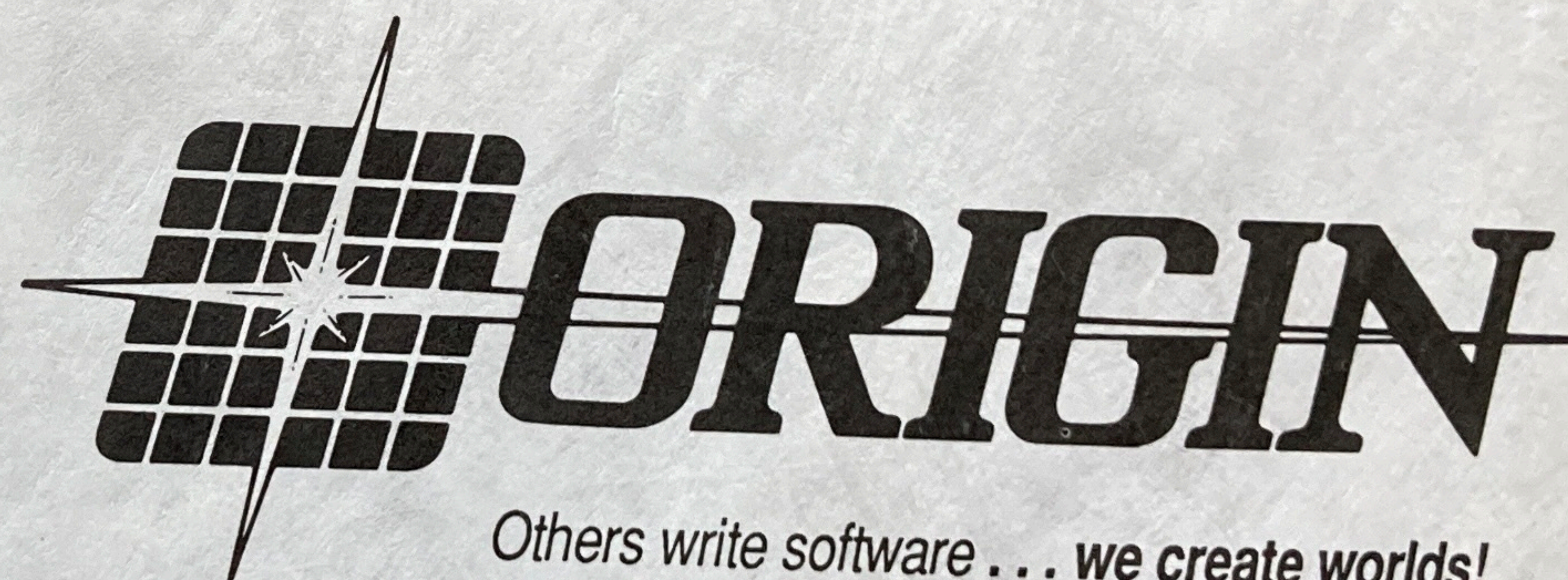


By Greg Malone



©1989 Greg Malone

BACK:
MAGNETIC
SCROLL
4



Others write software . . . we create worlds!

Others write software . . . we create worlds!

Others write software . . . we create worlds!

Others write software . . . we create worlds!

Others write software . . . we create worlds!

Others write software . . . we create worlds!

Others write software . . . we create worlds!

Others write software . . . we create worlds!

Others write software . . . we create worlds!

Others write software . . . we create worlds!

SPECIAL OPTIONS

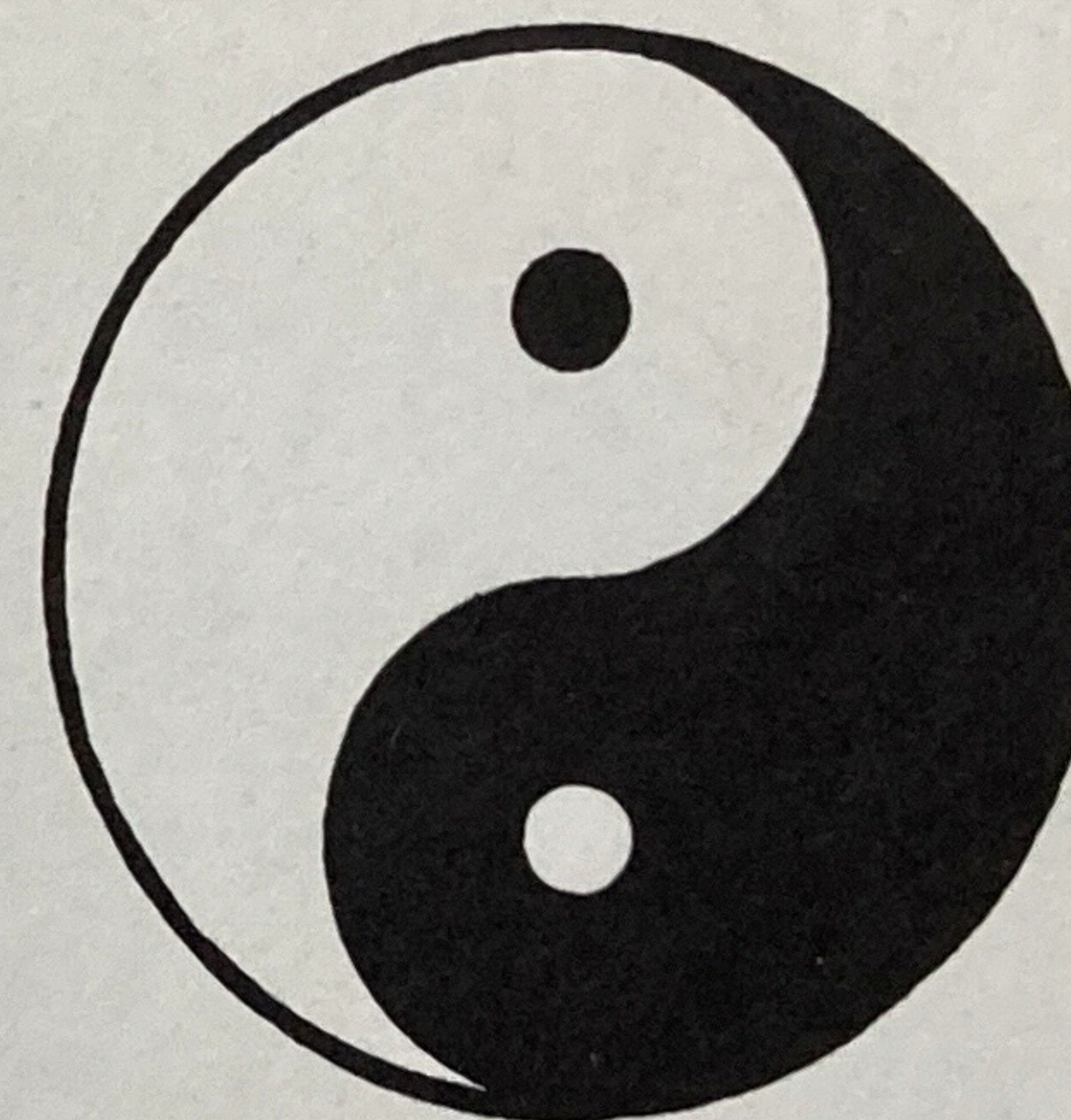
- Special Options List** While travelling in Khantun, press the <ESC> or TAB key to display the Special Options list. The options are:
- Save** This will save the adventure in progress for later recall.
- Recall** This will restore the adventure from the previous save.
- Save and quit** This command will automatically save the game and prepare the computer to be turned off. This command *must* be issued to end your game session. Failure to use this command will cost the PC one karma bead on the next restart.
- Abandon** This will abandon the adventure in progress and erase it permanently, allowing a new adventure to be started.
- Sound on/off** This will switch the game sounds on or off.

TROUBLESHOOTING

- Failure to Start Properly** If the game fails to start properly, perform the following sequence:
- 1) Turn the computer off
 - 2) Make sure the computer and its parts are properly installed
 - 3) Reinsert the WINDWALKER disk, Side 1, label-side up, into drive
 - 4) Turn the computer on
- If this sequence fails to start the game, you probably have either a hardware or software problem. If possible, try starting the game on another computer to verify the problem, or, consult your software dealer for assistance.
- "Check the Magnetic Disk" Message** If during play you get a "Check the Magnetic Disk" message on your screen, make sure that you have the correct disk properly inserted in the disk drive with the drive door closed. All character information is saved to Magnetic Scroll 4, which can be copied to permit the play of more than one simultaneous games.

WINDWALKER™ Quick Reference Apple II Series

WINDWALKER™



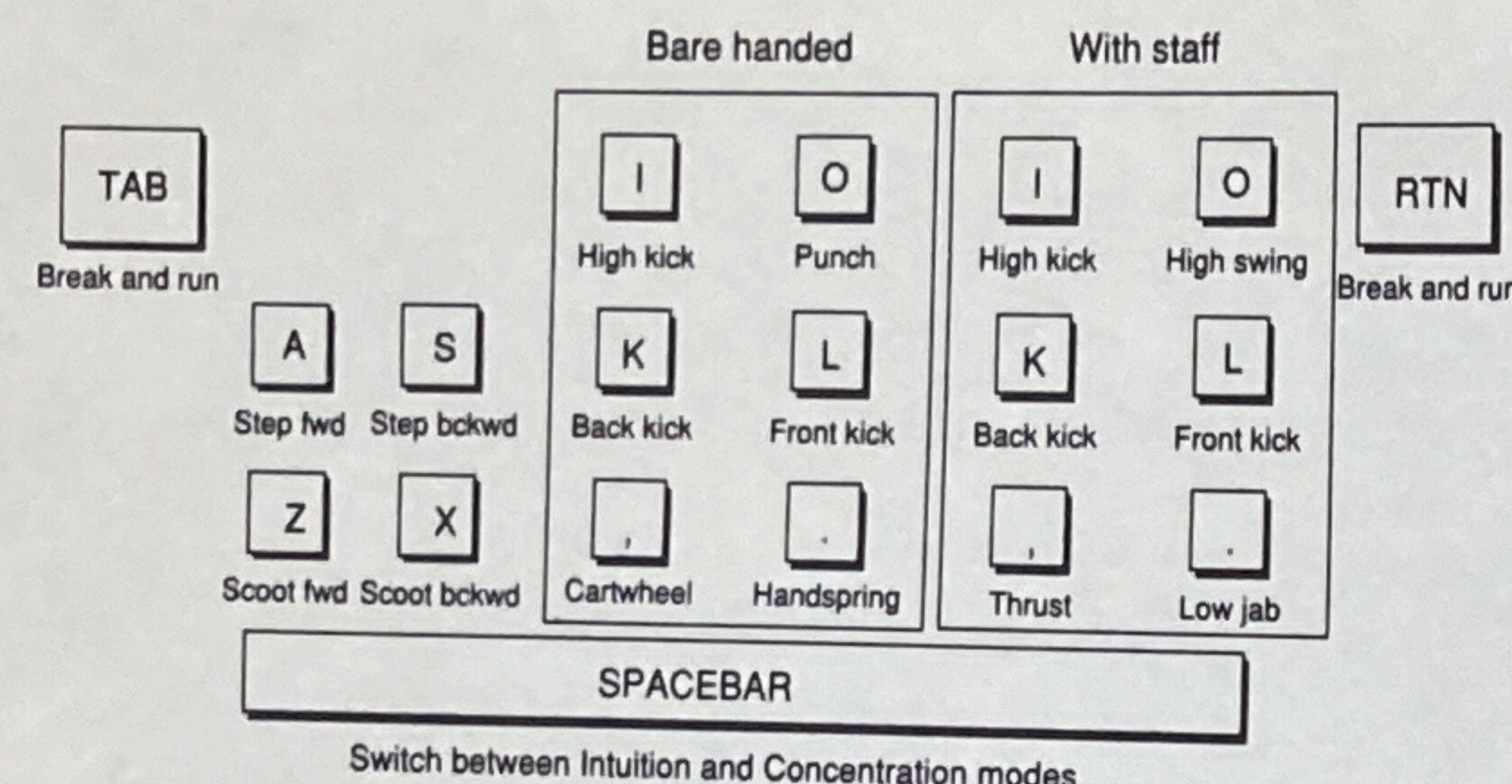
By Greg Malone



P.O. Box 161750, Austin, TX 78716
Windwalker™ is a trademark of Greg Malone. All rights reserved.
Apple II is a registered trademark of Apple Computer, Inc.
© 1989 Greg Malone



Defending in Combat Use the space bar to toggle between Concentration and Intuition modes. The PC's maneuvers in combat are controlled using the following keys.



INTERACTING WITH THE WORLD

Your Possessions

Whenever you wish to examine or use one of your possessions, press RETURN, followed by the Pass key (S or L). You will be presented with a list of the items that you currently possess. Select the item you wish to examine or use. For example, when you wish to sleep, you should select the Straw mat from your possessions. When you are hungry, you may eat by selecting Food.

Inhabitants of Khantun

When you wish to interact with an inhabitant of Khantun, press the RETURN key followed by the direction to the person or creature you wish to interact with. When speaking to people, you may discuss different topics. Listed under these topics are the key words you know. When you ask someone about a key word and you hear a chiming sound, you have had another key word added to one of your topic lists. It is advisable to occasionally converse with persons you have spoken with before, using the new words you learn — they may have new things to tell you.

Inanimate Objects

To interact with or examine an object in the world, move up to the object and "bump" against it. If the object is something that can be examined, a message will appear telling you what you have found. For example, bumping into a scroll on a table will result in the scroll being opened and its contents revealed. Bumping into a doorway will cause you to pass through the door into or out of the building. When you wish to board a sailing vessel that you own or have taken in battle, bump into the front end of the craft. When you wish to disembark from the craft, you can drop anchor by selecting that from your inventory.

SPECIAL OPTIONS

Special Options List

While travelling in Khantun, press the <ESC> or TAB key to display the Special Options list. The options are:

Save

This will save the adventure in progress for later recall.

Recall

This will restore the adventure from the previous save.

Save and quit

This command will automatically save the game and prepare the computer to be turned off. This command *must* be issued to end your game session. Failure to use this command will cost the PC one karma bead on the next restart.

Abandon

This will abandon the adventure in progress and erase it permanently, allowing a new adventure to be started.

Sound on/off

This will switch the game sounds on or off.

TROUBLESHOOTING

Failure to Start Properly

If the game fails to start properly, perform the following sequence:

- 1) Turn the computer off
- 2) Make sure the computer and its parts are properly installed
- 3) Reinsert the WINDWALKER disk, Side 1, label-side up, into drive
- 4) Turn the computer on

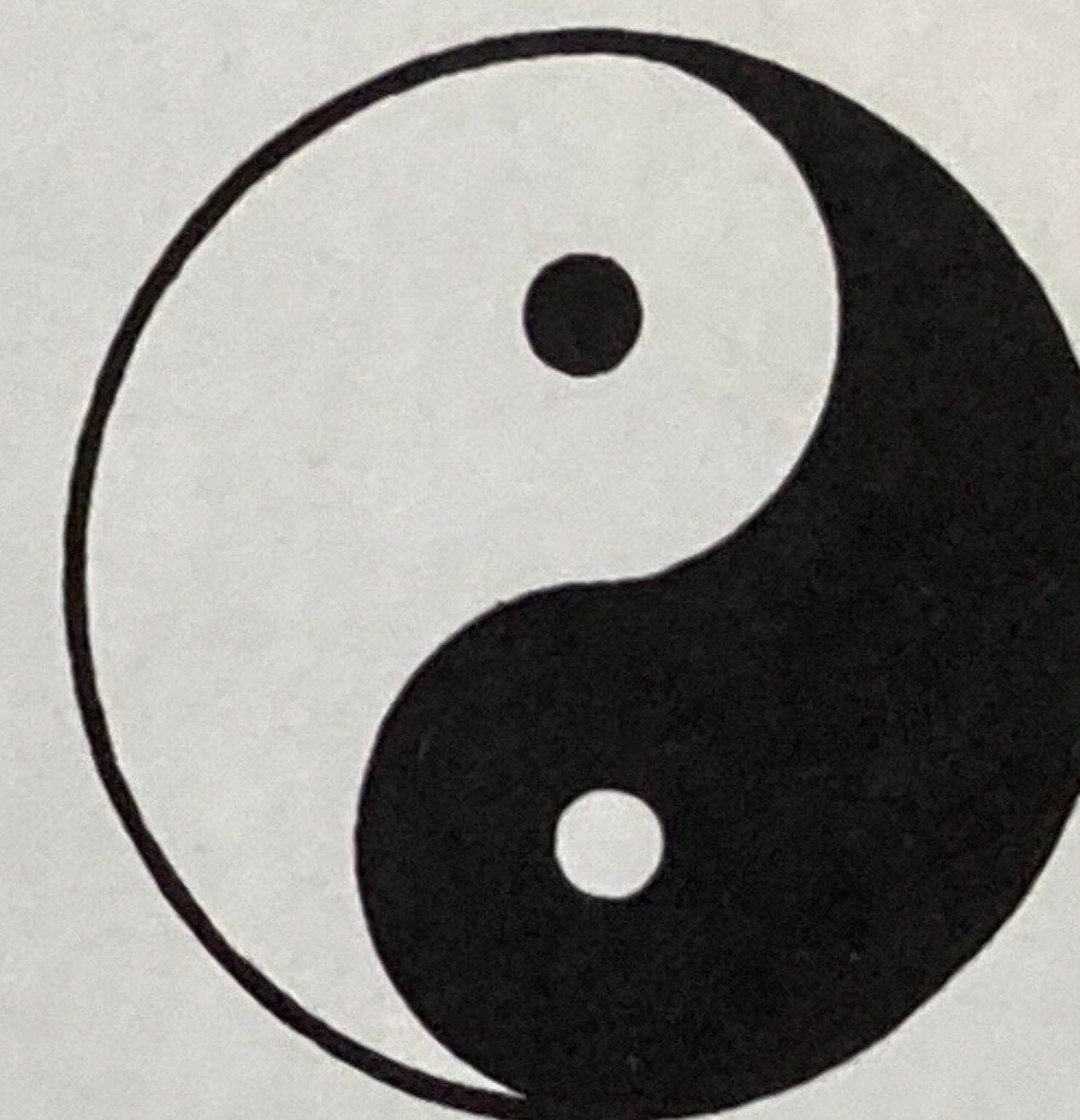
If this sequence fails to start the game, you probably have either a hardware or software problem. If possible, try starting the game on another computer to verify the problem, or, consult your software dealer for assistance.

"Check the Magnetic Disk" Message

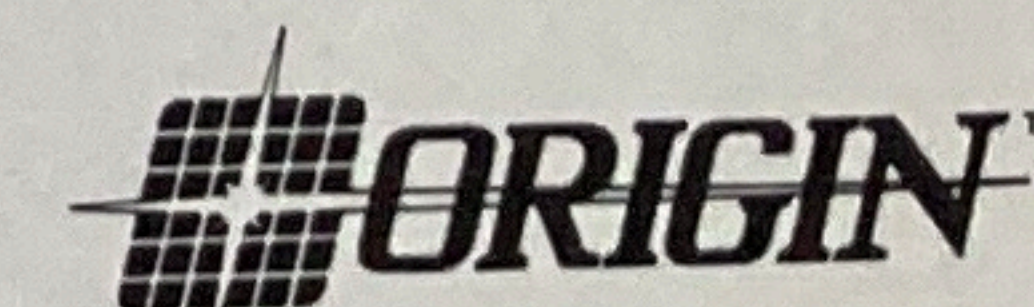
If during play you get a "Check the Magnetic Disk" message on your screen, make sure that you have the correct disk properly inserted in the disk drive with the drive door closed. All character information is saved to Magnetic Scroll 4, which can be copied to permit the play of more than one simultaneous games.

WINDWALKER™ Quick Reference Apple II Series

WINDWALKER™



By Greg Malone



P.O. Box 161750, Austin, TX 78716
Windwalker™ is a trademark of Greg Malone. All rights reserved.
Apple II is a registered trademark of Apple Computer, Inc.
© 1989 Greg Malone

WINDWALKER AND YOUR COMPUTER

- Introduction** Refer to the **Mystic Runes** manual for details of game play not covered in the Quick Reference
- System Requirements** An Apple IIGS, IIc, or IIe with 128K of memory is required. **Note to Apple IIGS owners:** It is recommended that the system speed be set to "Fast" when playing Windwalker.
- Diskettes** Windwalker diskettes are labelled to indicate Sides 1, 2, 3, and 4. They are referred to as "Magnetic Scrolls" within the game.
- Sound/Volume Control** You may turn off the Windwalker sound effects volume by pressing "S" immediately after turning on your computer or from the options list during travel (See Special Options). Note to Apple IIGS owners: The system sound volume can be adjusted from the Control Panel before booting Windwalker.
- Selecting Options From Lists** Whenever you are presented with a list of options during play, press the Up or Down arrows or the space bar to select an option. When your desired selection is highlighted, press RETURN to accept it. If you wish to exit the list without selecting an option, press the ESCAPE key.
- In Case of Difficulty** Refer to the section on Troubleshooting should the game not perform in accordance with these instructions.

TO BEGIN PLAY

- Starting Play**
- 1) Put Magnetic Scroll 1 into your disk drive, label side up, and turn on your computer.
 - 2) After a short wait, the Windwalker title screen and opening sequence will appear. When ready to proceed, press a key to bypass the title sequence and enter the presence of Moebius.
 - 3) Once in his presence, press any key to rouse him from his meditation. After Moebius greets you, he will ask you your name. Type your name and press RETURN. Should you make a mistake, press the ESCAPE key to clear your name and reenter it.
 - 4) Moebius will welcome you and offer you the choice of Training or Venturing Forth. You may also press the ESCAPE key to go back and enter a different name.

R-1

Training

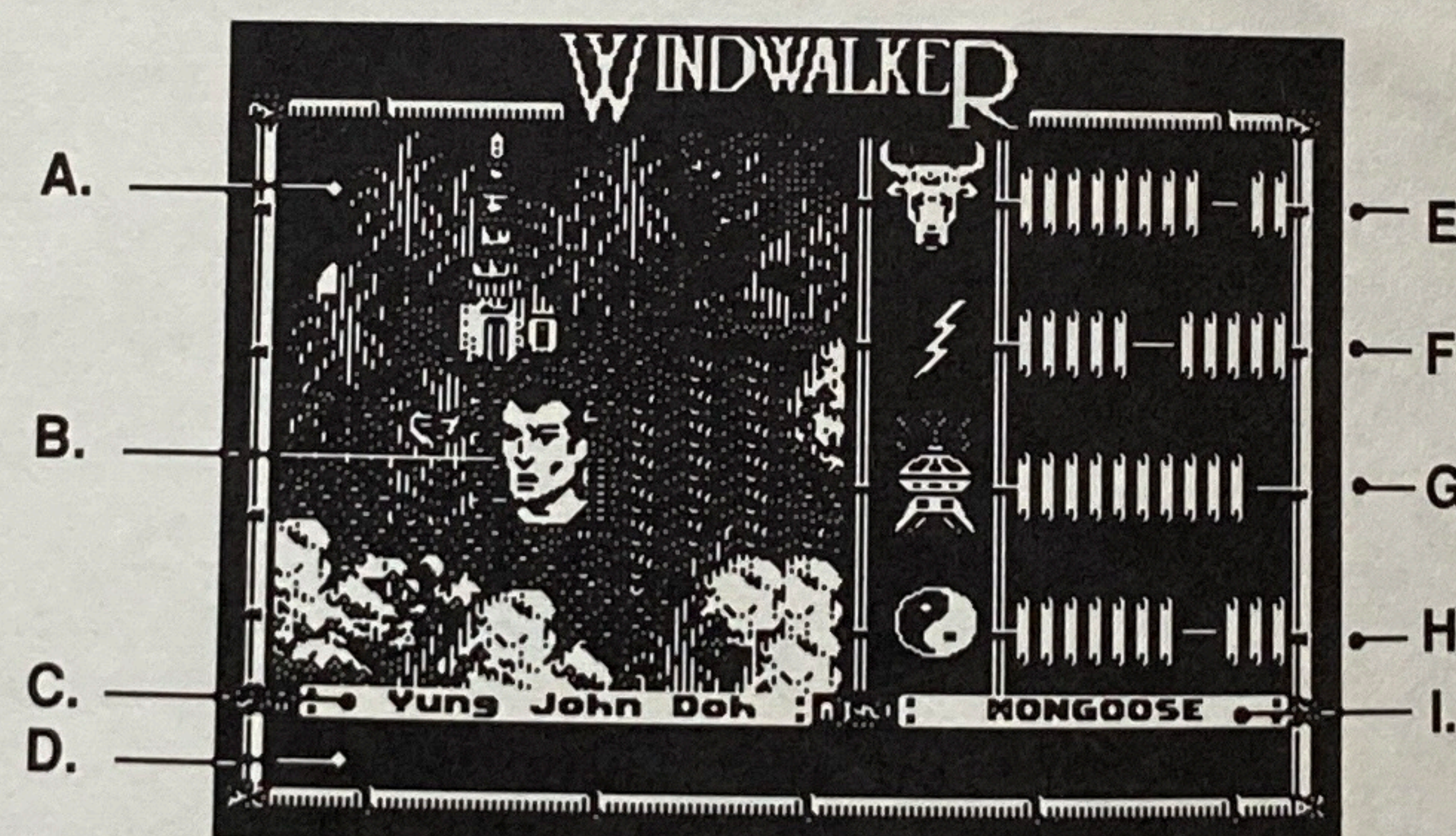
Select **Train** if you want to practice your combat skills. Refer to the sections on Combat for more detailed instructions. Should you wish to stop training during combat, press the RETURN key. This will return you to the presence of Moebius.

Venturing Forth

Select **Venture Forth** when you wish to begin an adventure in the world of Khantun. If there is an adventure in progress previously saved under a different player's name, you will be given the option to abandon it and begin a new adventure using your name. Otherwise, you will continue the adventure in progress. Any previously saved adventure *must* be abandoned before a new adventure can be started. Refer to Special Options for assistance.

PLAYING THE GAME

The Adventure Display When adventuring, the following display is shown:

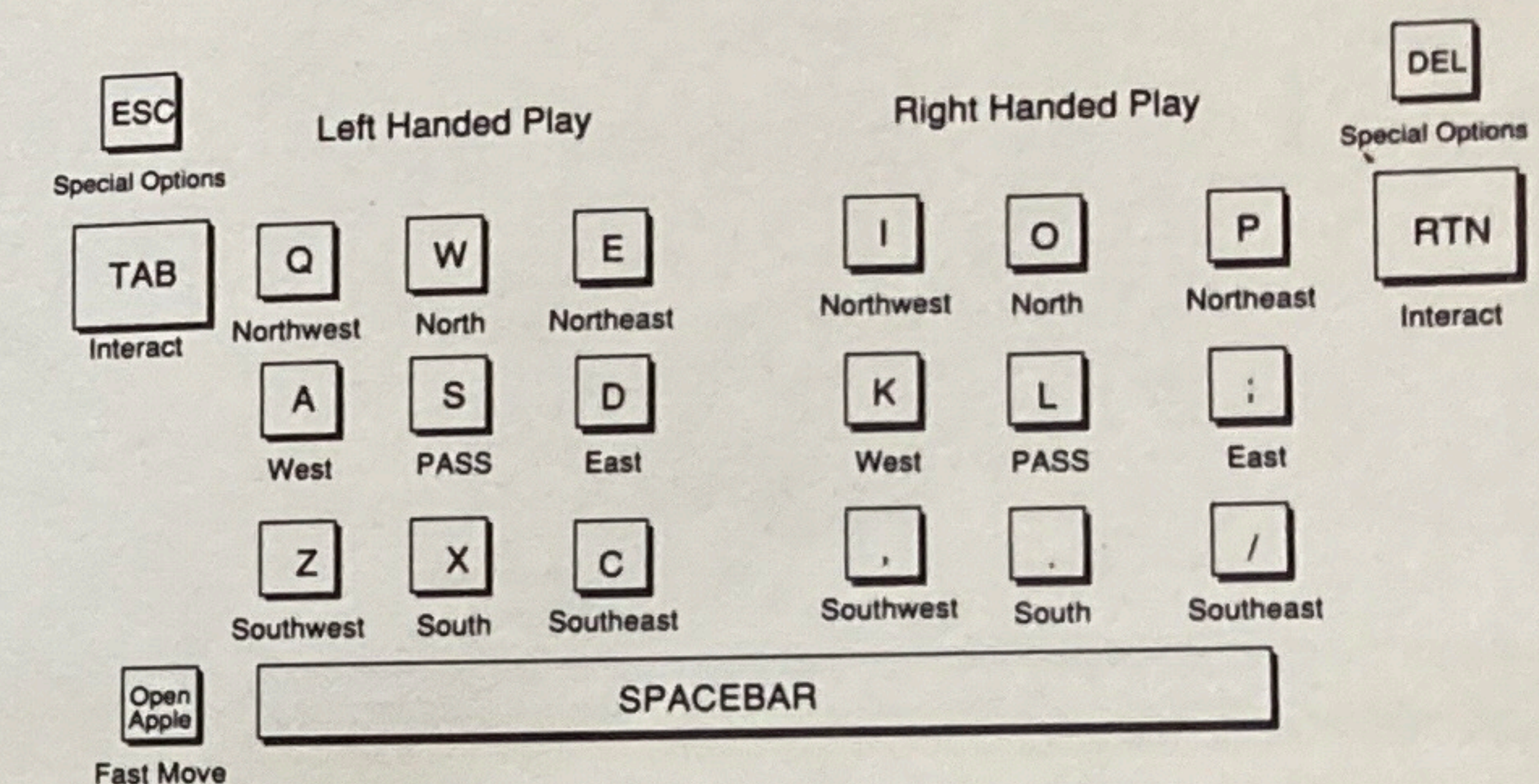


- Travel Window
- Player Character (PC) Icon
- PC's name
- System message area
- PC's Body attribute
- PC's Spirit attribute
- PC's Honor attribute
- PC's Karma attribute
- PC's current Order of Enlightenment

R-2

Moving About in the World

To move over land or water, press one of the direction keys listed below. Note that there are two identical sets of direction keys for either right or left-handed play.

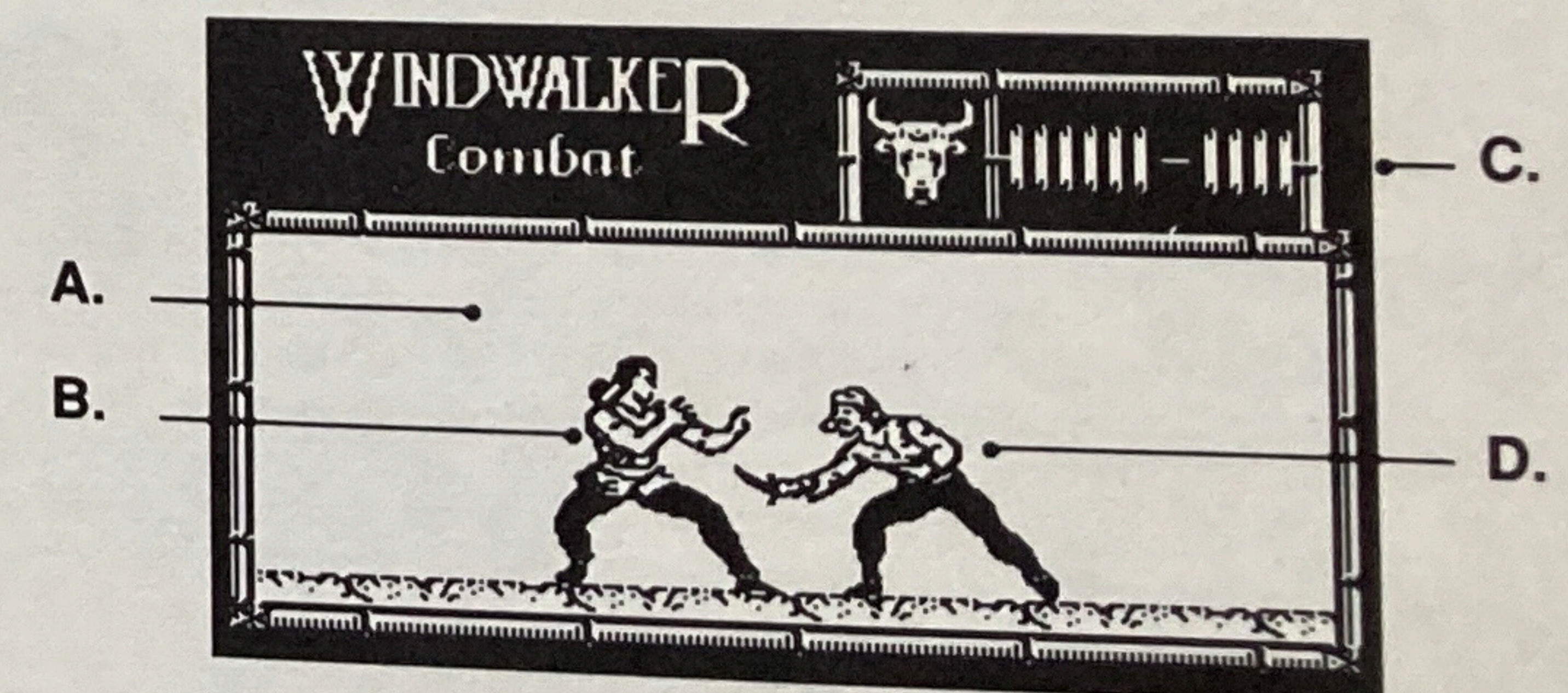


The arrow keys may be used in place of the North, South, East and West keys. To rest in place for one turn, press the Pass key.

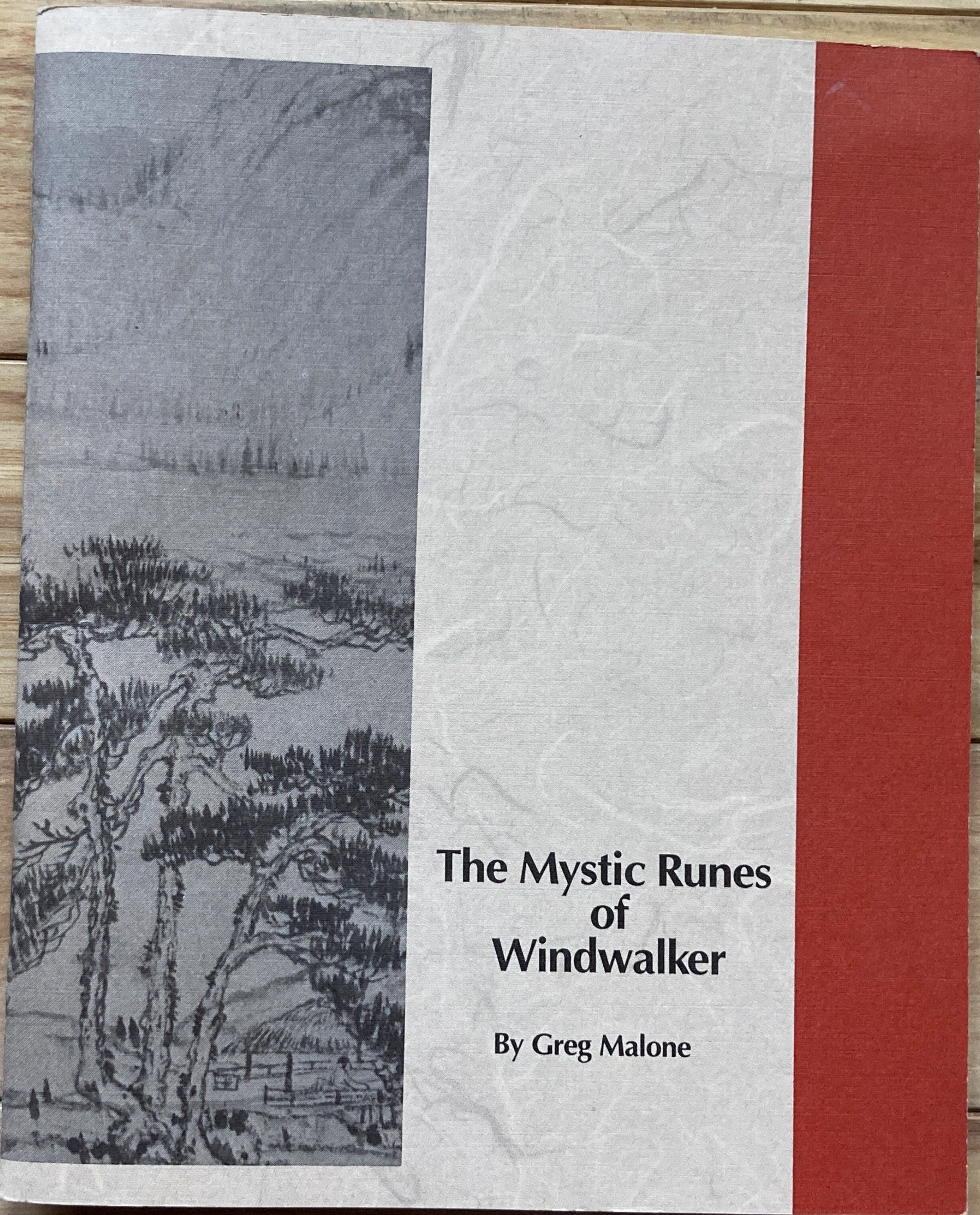
Press and hold the Open-Apple key along with the desired direction key to move the PC at a quicker, though fatiguing pace.

The Combat Display When in combat, the following display is shown:

- Combat Window
- Player Character (PC)
- PC's Body Attribute
- Combat Opponent



R-3



**The Mystic Runes
of
Windwalker**

By Greg Malone

The Making of Windwalker...

As Windwalker's development cycle was winding down, ORIGIN's art director asked the game's author, Greg Malone, to provide samples of his research materials to use in documentation and packaging. What the art director received was astounding, and provides great insight into the author's attention to detail and commitment to authenticity during the making of Windwalker.

Realistic, player-controlled martial arts maneuvers provide the focus for the fast-action sequences in Windwalker. Texts such as "Ninja: Warrior Ways of Enlightenment" and "Zen in the Martial Arts" were the primary sources used to identify the weapons and tactics employed by the fighting men of the ancient Orient. Books could not, however, provide the detailed imagery needed to accurately depict the intricate movements in the varied disciplines of the martial arts. Greg went the extra mile, tracking down experts, and shooting hours of videotapes and hundreds of still photographs of the live models in action. These images were then digitized and incorporated into the real-time, combat graphics.

As you explore the lands of Windwalker, you will be taken by the Oriental flavor of the visuals - the character icons, the architecture, the flora and the fauna - in this unique world. Only Greg's painstaking research and the knowledge he acquired through books like "The Archaeology of Ancient China," "Oriental Art: A Handbook of Styles and Forms," and "The Japanese Garden: Islands of Serenity" could bring such vivid imagery to the computer screen.

While Windwalker does not represent a specific historical or geographic perspective, you will discover an adventure that embraces the philosophy and culture of the Orient. The influence of works including "Chinese Mythology," "I Ching, The Book of Changes," and "Chinese Herbal Medicine" become evident as you interact with the diverse characters, and pursue the intriguing rewards of the game.

Windwalker may have been designed primarily as entertainment, but the experience of playing the game encompasses much more.

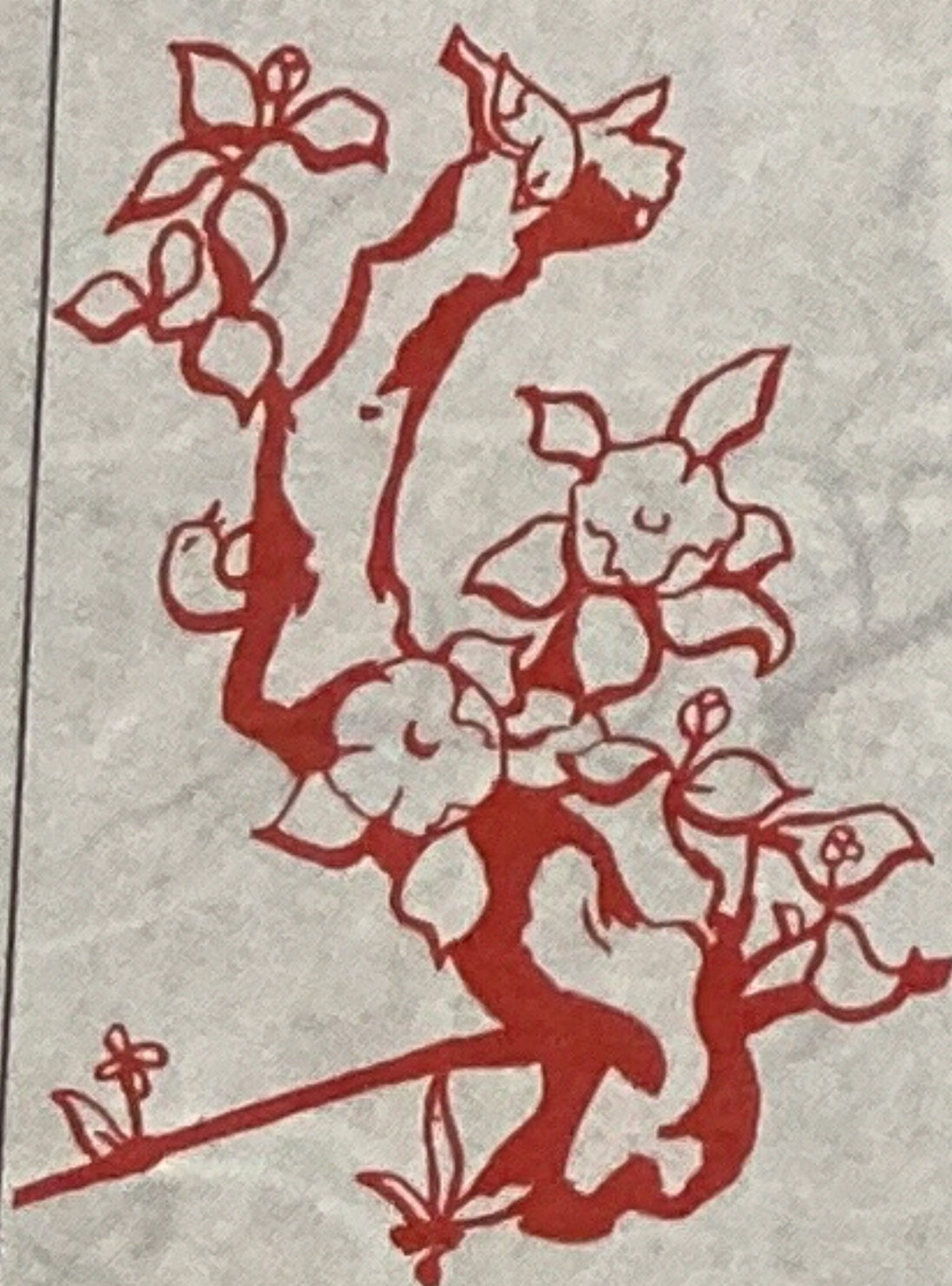
WINDWALKER™

Table of Contents

The Summons from Moebius	1
The World Below	2
Objects of the Realm	11
The World Above	12
Making Your Way in the World	17
Defending Yourself	21
Orders of Enlightenment	24



祈
禱



learn useful prayers for renewed energy. Devotions to the founder's memory take the form of incense, burned in a censer. The benevolent priests of the Order can bless this incense for you. Thereafter, when you burn it, your prayers will ascend Heavenward and be answered, whether or not you are in a shrine.

Certain prayers are known by all who practice the Khisan way. Though the specific words to the prayers are inscribed in the Holy Script, their purposes are thus...

Physical healing
Spiritual restoration
Forgiveness and
renewed honor

In these troubled times, the mad alchemist Shen Jang has summoned evil spirits on new moon nights to possess the priests of the shrines. A special prayer of exorcism allows you to cast a fiery light which removes all trace of demonic influence from the possessed.

Shamanism

Shamans seek truth through nature. They study the ways of animals and the physical realm. Attuned to the rhythms of the world, these solitary teachers have discerned magical spells that work on the physical form.

The enchantments rely on talismans and on mantras, chants that improve concentration and activate the realm's magic. All such enchantments drain the spirit in casting, so that only an adept can maintain them for long.

Having discovered their spells, shamans typically retreat to caves and meditate on them. Since this retreat often lasts all their lives, many spells are lost when they pass from this realm. Only a few enchantments are currently known, and their mantras are closely guarded. You must seek the mantras in the lore of ages past.

Shamans create talismans that embody their enchantments. But to use a

talisman, you must have the shaman bind it to your spirit. This requires a ritual of divination, wherein the shaman examines marks on the shell of a sea turtle. Reasonably enough, shamans refuse to carry these shells with them, so you must provide one. Special care must be taken by the practitioner of talismanic magic that he not let his Spirit become drained to depletion. A depleted Spirit will surely result in death.

Levitation sends the caster high in the air to gain a brief overview of his surroundings. The caster cannot move laterally while levitating, so the spell's use is limited. However, it can be useful to know who — or what — awaits you around the next turn.

Invisibility renders others insensible to the caster's presence.

Water-walking allows the caster to travel across the sea as though walking on dry land.

Invulnerability, most powerful of enchantments, renders the caster immune to bodily harm.



Idolatry

Scholars exert much ingenuity to deduce the ways of the ancient people called the Nahai. Many generations ago these primitive people built colossal granite idols on some of the islands of Khantun. Little other evidence of the Nahai remains; they vanished from history before the scholars could learn how they erected the idols.

The idols depict pagan deities that gaze into eternity. The Nahai evidently worshipped the idols as symbols of their tribal spirit. Through rituals of music, feasting, and their mysterious "tantric dance," the Nahai supposedly secured the blessing of their deities.

About the Author....

Windwalker is designed to encompass the oriental philosophy of "a simplistic approach to a complex world," states author, Greg Malone. Such highly-acclaimed software games as **Minit Man**, published by Penguin Software and **Moebius™**, published by ORIGIN, illustrate Greg's desire to incorporate his personal philosophy and attention to detail into his work. Released in 1985, **Moebius** skyrocketed to the Top Ten of the Toys "R" Us sales charts, and has sold nearly 70,000 units to date. *Computer Entertainer* has hailed **Moebius** as "the Best Graphics Adventure Game for 1986." Encouraged by these facts and the positive feedback from his fans, Greg decided to produce a sequel. **Windwalker**, a richly illustrated and deeply researched story, features lightning-fast martial arts action blended with the delicate fabric of oriental mysticism and culture.



Behind the intriguing design of **Windwalker**, one finds Greg's long-term fascination with the history and anthropology of other cultures, particularly the Orient. Greg muses, "Since many of **Windwalker's** graphics were taken from ancient Chinese scrolls, one can say that parts of **Windwalker** have been under development for over 3,000 years!" His attention to authenticity is also reflected in the detailed combat animations which Greg created using digitized images of live human models. In these ways, Greg has hoped to bring back to life a world and its people which have long passed into distant history.

Greg resides in Austin, Texas with his daughter, Rachel and son, Paul. Rachel, age 17, is an aspiring artist, model and a certified aerobics instructor, while Paul, age 15, is following in "Dad's footsteps," being an accomplished "second generation" game designer. Diligent and hardworking, Greg is currently developing new product concepts, exploring diverse cultures and peoples. "The world provides us with a true treasure trove of ideas and stories to draw upon," Greg declares enthusiastically.

WINDWALKER
PROOF
OF
PURCHASE

ORI-3111

